

1. Record Nr.	UNISA996390404203316
Titolo	A worke of the predestination of saints wrytten by the famous doctor S. Augustine byshop of Carthage, and translated out of Latin into Englysshe, by Nycolas Lesse, Londoner. Item, another worke of the sayde Augustyne, entytuled, Of the vertue of perseueraunce to thend, translated by the sayd. N.L. [[electronic resource]]
Pubbl/distr/stampa	Londini, : [By the wydowe of Ihon Herforde. for Gwalter Lynne, and are to be soulede, at the sygne of the spred Eagle in Poules church yarde by the schole], Anno. 1.5.5.0. [1550]
Descrizione fisica	[388] p
Altri autori (Persone)	Augustine, Saint, Bishop of Hippo LesseNicholas
Soggetti	Theology, Doctrinal
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Probably not in fact by Augustine. Printer's name from colophon. Running title reads: Of predestination. Signatures: A B-Z [et] [rum]. Leaves A1-4 in facsimile. Reproduction of the original in the British Library.
Sommario/riassunto	eebo-0018

2. Record Nr.	UNINA9910438099403321
Autore	Lengstorf Jason
Titolo	Realtime web apps : with HTML5 WebSocket, PHP, and JQuery // Jason Lengstorf, Phil Leggetter
Pubbl/distr/stampa	Berkeley, CA, : Apress, 2013
ISBN	9781430246213 1430246219
Edizione	[1st ed. 2013.]
Descrizione fisica	1 online resource (298 p.)
Collana	The expert's voice in web development
Altri autori (Persone)	LeggetterPhil
Disciplina	006.76
Soggetti	Web site development Application software - Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Title Page; Copyright Page; Dedication Page; Contents at a Glance; Table of Contents; About the Authors; Acknowledgments; Introduction; PART I Getting Familiar with the Required Technologies; CHAPTER 1 What Is Realtime?; The Evolution of Media; Web Sites, Not Web Apps; HTTP Hacks; But First: What Does "Realtime" Actually Mean?; AJAX; Polling; HTTP Long-Polling; HTTP Streaming; Additional Problems with HTTP-based Solutions in Web Browsers; The Solution: WebSockets; The WebSocket Protocol; Why Bother Learning about Realtime Web Technologies? Using Realtime Web Technologies in Your Apps NowSummary; CHAPTER 2 The Tools; What Are We Building?; What Does That Mean Development-Wise?; Choosing Our Tools; HTML5; Why Do We Need It?; What Role Does it Play?; How Does it Work?; CSS3; Why Do We Need It?; What Role Does It Play?; How Does It Work?; JavaScript and jQuery; Why Do We Need It?; What Role Does It Play?; How Does It Work?; PHP; Why Do We Need It?; What Role Does It Play?; How Does It Work?; MySQL; Why Do We Need It?; What Role Does It Play?; How Does It Work?; HTML5 WebSocket Technology and Pusher; Why Do We Need It? What Role Does It Play?How Does It Work?; OAuth; Why Do We Need It?; What Role Does It Play?; How Does It Work?; Summary; CHAPTER 3 Pusher; A Brief History of Pusher; Why Use Pusher?; Scalability; WebSocket, Fallback Support, and Auto-Reconnect; Other Client

Libraries; REST API; Server Libraries; Developer Tools; Documentation; Pusher Terminology; Getting Started with Pusher; Using Pusher to Send Events; Debugging Your Pusher Application; Summary; PART II Planning the App; CHAPTER 4 Choosing Web Apps Over Native Apps; Why Does It Matter?; Factors to Consider; Know Your User; Marketing; Sales Distribution; Look, Feel, and Performance; Development; Language and Platform; Maintenance; Testing; Feature Support; Connectivity; Choosing Based on Requirements; Choosing Web Apps Over Native Apps; What Does this App Do?; How Does this App Make Money?; How Will People Use this App?; Does this App Need Access to Any Device Hardware?; The Final Decision: Let's Build a Web App; Summary; CHAPTER 5 Determining the App's Functionality and Structure; What Does the App Do?; Give the App a Mission Statement; What Doesn't the App Do?; What Roles Will Users Play?; Presenter; Attendees; Front-End Planning; What Technologies Are We Using?; Using HTML5; Going Minimalist with the HTML; Abusing the Element; Using Completely Opaque Class Names; Completely Ignoring Indentation; CSS3, Media Queries, and How That Affects the Design and HTML; One- and Two-Column Layouts; Clickable Areas and Fat Fingers; Effects and Animations; Upvoting a Question; Answering a Question; Feedback from UI Elements; Other Effects; Back-End Planning; Model View Controller; Determining the Database Structure; What Data Needs to Be Stored?; Database Normalization; Determining the Tables and Structure; Presenters Table

Sommario/riassunto

Realtime Web Apps: With HTML5 WebSocket, PHP, and jQuery is a guide for beginner- to intermediate-level web developers looking to take the next leap forward in website and app development: realtime. With Realtime Web Apps, you'll be able to quickly get up to speed on what HTML5 WebSocket does, how it is going to affect the future of the web as we know it, and—thanks to Pusher's simple API—start developing your first realtime app today. Using a practical approach rather than focusing on dry theory, Realtime Web Apps will guide you through building your first app using HTML5, CSS3, jQuery, and Pusher. After your initial introduction to the technologies used in the book, you'll immediately jump into the process of creating a realtime Q&A app that will work on desktop browsers as well as mobile phones (including iOS and Android). In addition to learning realtime development strategies, you'll also learn progressive development strategies including responsive CSS3 layouts, AJAX development with jQuery, and more. The future of the web is realtime. Grab your hoverboard. Introduces you to the revolutionary capabilities of the HTML5 WebSocket API Gets you started with WebSocket immediately using the super-simple Pusher API Walks you through the development of a real-life realtime web app Gets you working with responsive layouts, jQuery, and AJAX development.
